Slither Stone

Slither Stone Objective:

Outwit your opponent to be the last player with at least one snake remaining.

2 Players

Setup:

Print the game at criticalpawn.com/slitherstone. It is recommended that both players choose different colored pens.

Note: the arrows printed on the board are the start of your snakes and the filled in squares are barriers.

Game Play:

Play rock-paper-scissors to decide who goes first.

On your turn, do the following in any order:
- Move both of your snakes
- (optional) Place 1 barrier
- (optional) Place free spaces.

Then play passes to your opponent.

Placing barriers:

You may place one barrier on any empty space as long as it is not orthogonally adjacent to a snake and it is not a free space.

Do this by filling in that square on the play grid.

Free Spaces:

You start the game with 5 free spaces. You may place as many of your free spaces as you want on your turn. Do this by drawing a circle inside any empty space and crossing out one from your reserve to the side of the board.

The purpose of free spaces is that barriers cannot be placed there from either player.

Snake Movement:

Your two snakes will both move every turn, but you may only control one of them.

- Move left, up, right or down, ignoring the current direction of the snake.
- Skip over one space in the current direction of the snake.
- Dash forward 3 spaces in the current direction of the snake.

You may set the final direction of the snake at the end of the action. (only facing left, up, right, or down)

The other snake is foolish and moves in the same direction of its arrow and faces the same direction it was before the move.

You may continue choosing which snake is foolish and which is wise on each turn.

Snake Death:

When a snake moves off the board, or into any occupied cell, then that snake turns to stone! Replace every cell of the snake with a barrier.

Note: Moving through free spaces is allowed.

If both of your snakes die, you lose and your opponent has won.

Single Snake Movement:

When you get down to one snake, then the snake will move two times on your turn. You may choose any wise snake action for one of those movements and the other movement follows the same rules for a foolish snake.

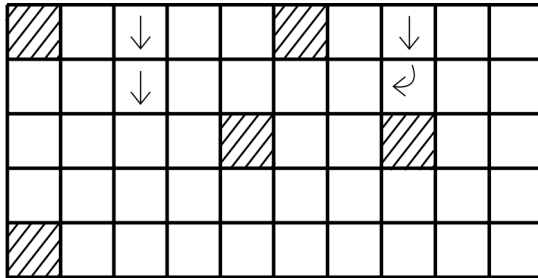Note: You may choose which of the two actions is wise and which is foolish.

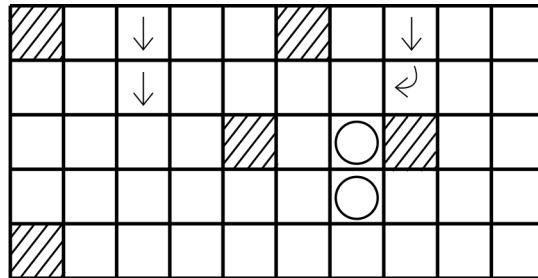# Examples and Reference

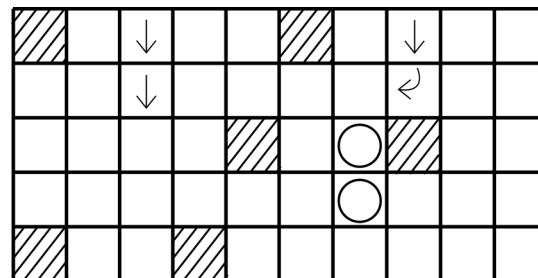Example turn showing just the top of game

Board before the turn starts:
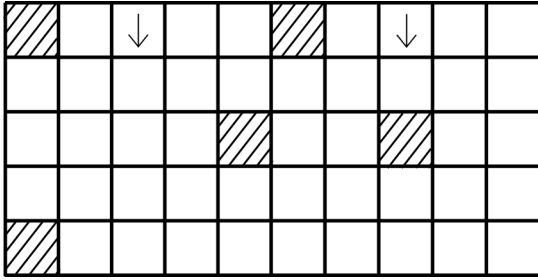
The foolish snake (left) must continue its trajectory. The wise snake (right) chooses which way to go and the new direction. Note: curving the arrow like this is optional, but can be helpful.
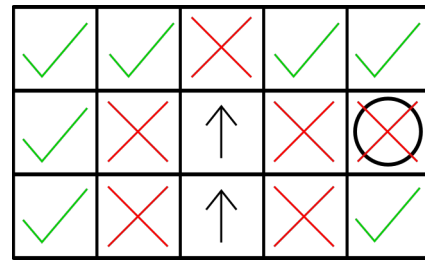
Places 2 of the 5 free spaces to help secure a way out.
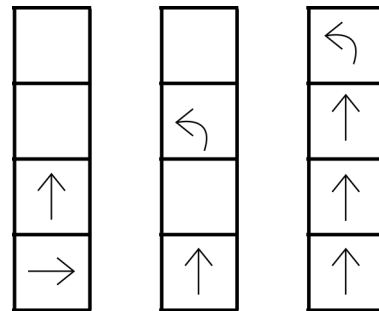
Places one barrier to try to stop the opponent.

Examples of valid barrier placement locations:

Examples of the three Wise Snake movement types.

Left: The snake ignores the current direction and goes up. It also changes direction to up.

Middle: The snake skips over one space and decides to face left.

Right: The snake moves forward three spaces and decides to face left.

FAQ:
Q: How can I track where the head of the snake is?
A: I find it is usually enough to just remember, but if you want, you can mark the head of the snake with a perpendicular line right before drawing a new head.